Dreamcast™

1N01
CRAZY TAXI
TAXI
ONE WAY

CRAZY TAXI 2™

TEEN
T
CONTENT RATED BY
ESRB

SEGA®

51136

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Crazy Taxi 2. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

CRAZY TAXI 2™

CONTENTS

02 CONTROLS
05 STARTING UP
06 AROUND APPLE /SMALL APPLE
13 CRAZY PYRAMID
15 REPLAY
20 OPTIONS
21 RECORDS
22 SAVE & LOAD
23 INTERNET
25 CABBIES

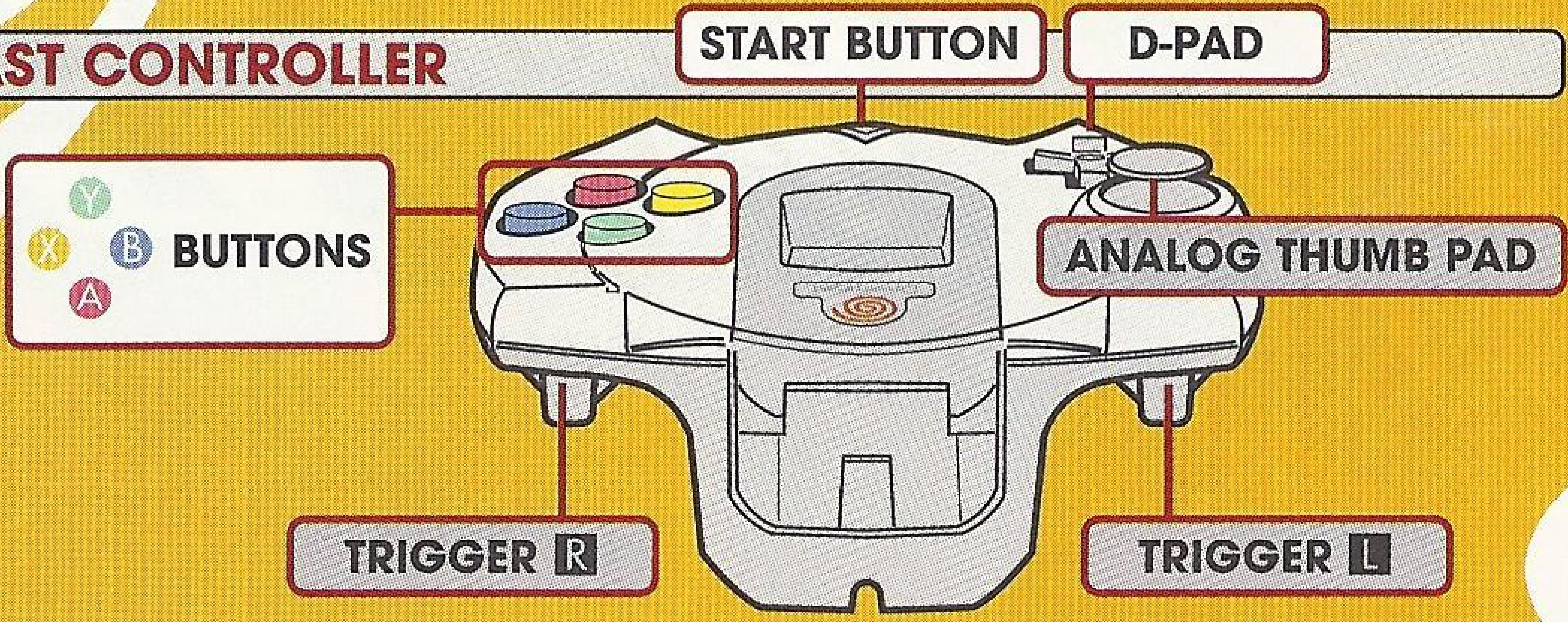
Crazy Taxi 2 is a memory card (sold separately) compatible game. With this game, 20 blocks of memory are needed to save a game file.
Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller while the game data is being saved or loaded.

CONTROLS

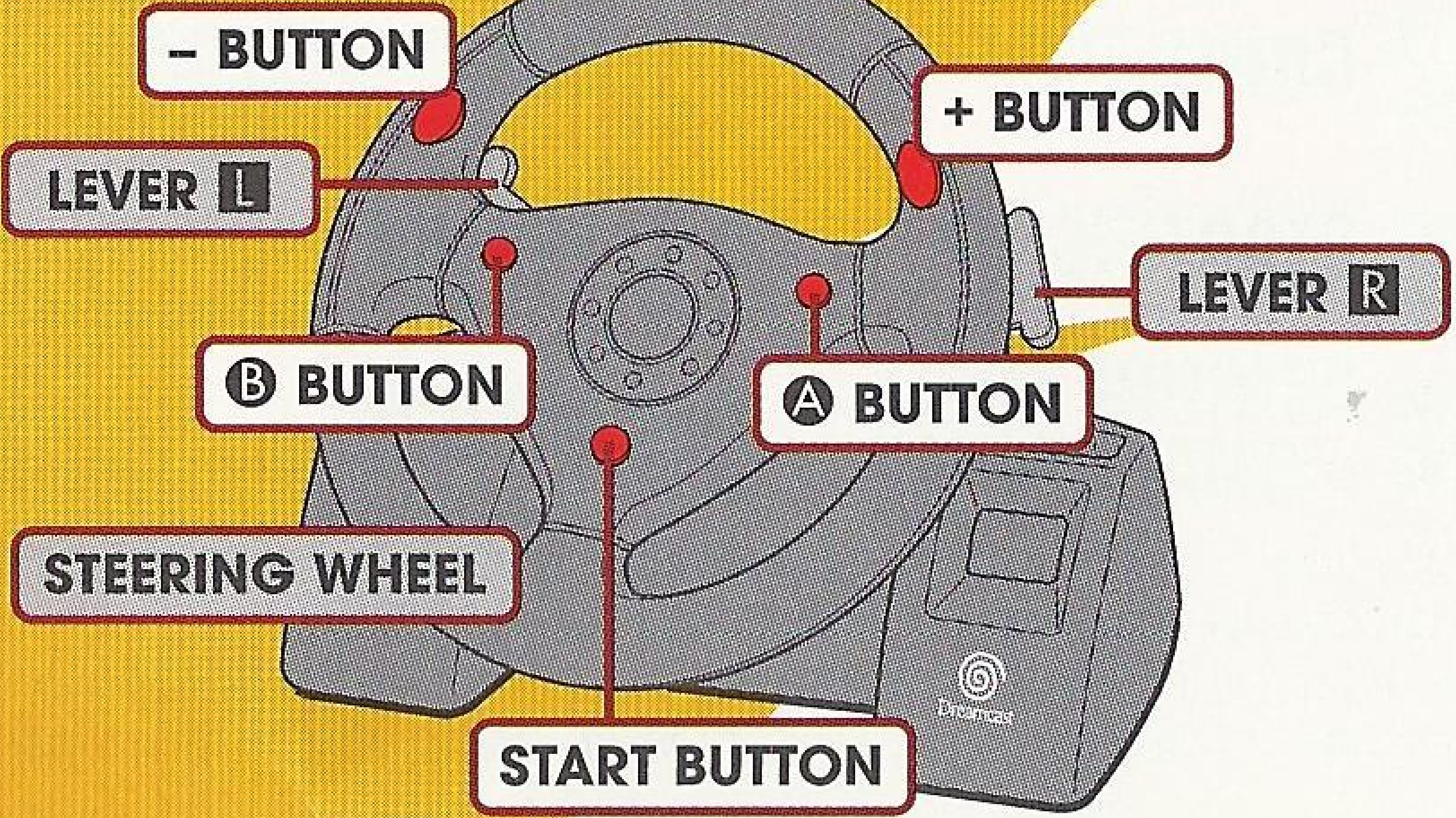
Crazy Taxi 2 is a one player game. You may play this game with the Dreamcast Controller or Rally Wheel (sold separately). Please connect the controller to Control Port A of the Dreamcast console.

⁑ All button assignments shown are default assignments.

DREAMCAST CONTROLLER

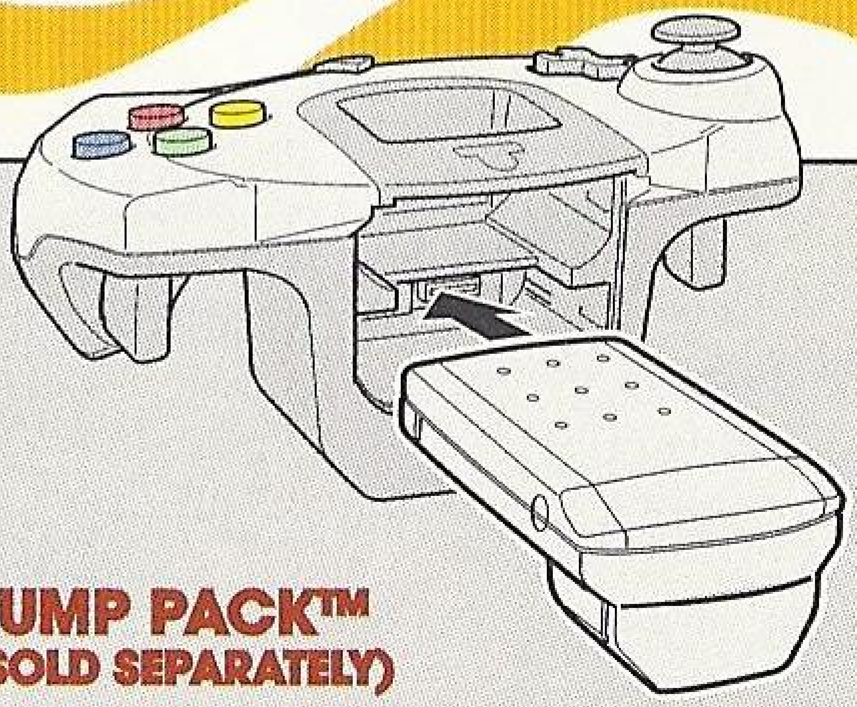

START BUTTON
D-PAD
Y
X
B
A
BUTTONS
ANALOG THUMB PAD
TRIGGER R
TRIGGER L

RALLY WHEEL (SOLD SEPARATELY)


– BUTTON
+ BUTTON
LEVER L
LEVER R
B BUTTON
A BUTTON
STEERING WHEEL
START BUTTON

CONTROLS

Never touch the analog parts (shown in gray boxes on previous page) while turning the Dreamcast Power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



JUMP PACK™ (SOLD SEPARATELY)

To play this game with the Jump Pack, always insert it into Socket 2 of the controller.
Note: You cannot connect the Jump Pack into the Rally Wheel.

DREAMCAST CONTROLLER	MENU CONTROLS	RALLY WHEEL
ANALOG THUMB PAD/D-PAD	**MOVE CURSOR**	+/– BUTTONS
Ⓐ BUTTON	**ENTER**	Ⓐ BUTTON
Ⓑ BUTTON	**CANCEL/RETURN TO PREVIOUS SCREEN**	Ⓑ BUTTON
←→	**CHANGE SETTING**	STEERING WHEEL

GAME CONTROLS

START BUTTON	**START/PAUSE GAME**	START BUTTON
ANALOG THUMB PAD/D-PAD	**STEERING**	STEERING WHEEL
TRIGGER R	**GAS PEDAL**	LEVER R
TRIGGER L	**BRAKE**	LEVER L
Ⓨ BUTTON	**CRAZY HOP**	Ⓑ BUTTON
Ⓑ BUTTON	**D GEAR (FORWARD)**	+ BUTTON
Ⓐ BUTTON	**R GEAR (REVERSE)**	– BUTTON
Ⓧ BUTTON	**DESTINATION DISPLAY**	Ⓐ BUTTON

To soft-reset the Dreamcast and return to the title screen during gameplay, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons.

To soft-reset the Dreamcast and return to the title screen during gameplay, simultaneously press and hold Ⓐ, Ⓑ, + (or –) and Start Buttons.

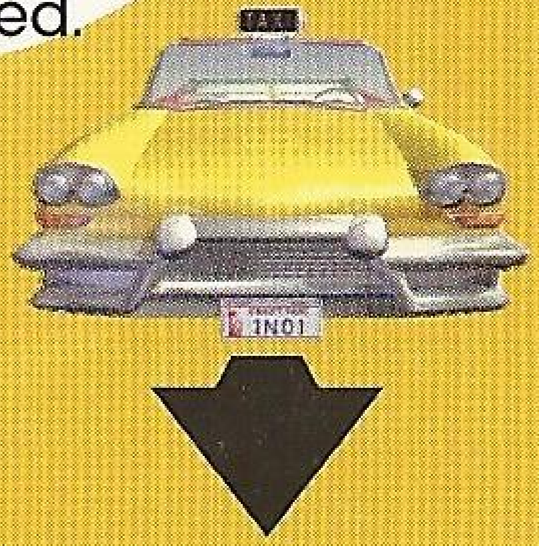
CONTROLS

COMMANDS

Here are some commands that can be performed by combining steering, accelerating, braking, D/R gears, and using the Crazy Hop.

CRAZY DASH

Gain a sudden burst of speed.

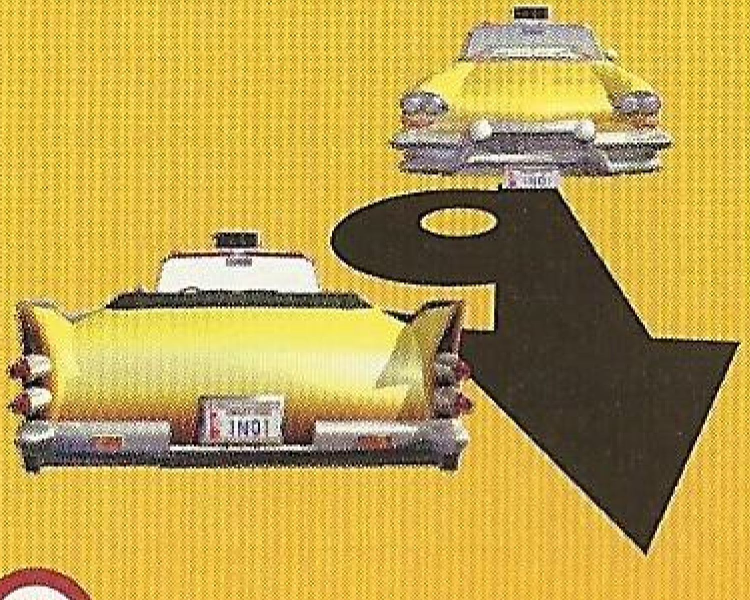


MANEUVER

With both the gas and brake released, shift into D and step on the gas simultaneously.

CRAZY BACK DRIFT

Drift 180 degrees.

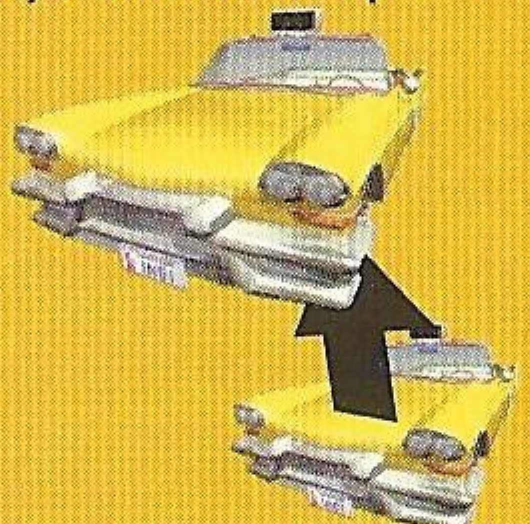


MANEUVER

Wile driving, perform a 180 degree Crazy Drift and immediately shift into R.

CRAZY HOP

Make your taxi hop.

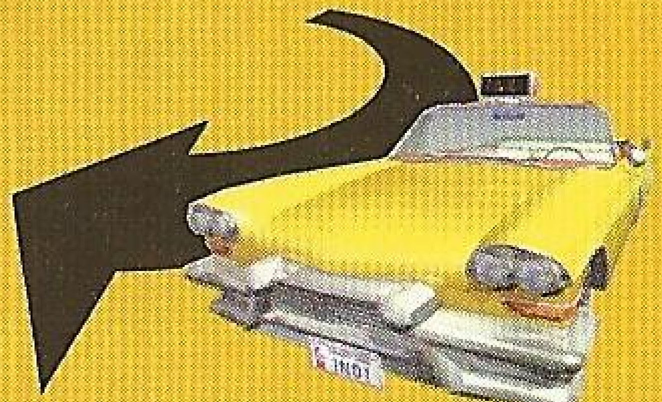


MANEUVER

Press Ⓨ while driving or while stopped. The faster you are driving, the higher the cab will hop.

CRAZY DRIFT

Drift your cab.

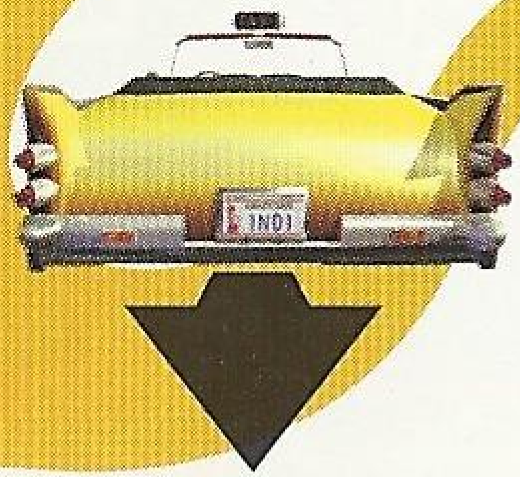


MANEUVER

While driving, shift into R, immediately shift back into D and turn.

CRAZY BACK DASH

Make a sudden acceleration backwards.



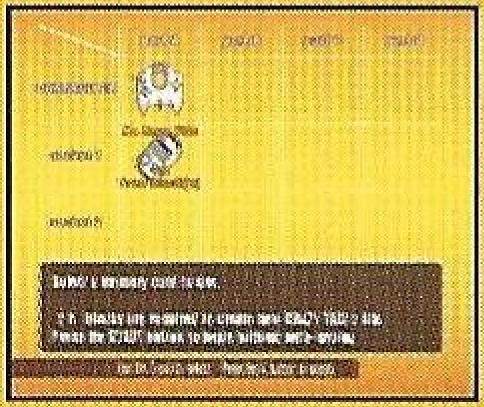
MANEUVER

Similar to the Crazy Dash. Shift into R and step on the gas simultaneously.

STARTING UP

MEMORY CARD SELECTION

Follow the directions shown on the screen to select the memory card to be used. When selected, the game file will be loaded (or created if this is the first time playing).



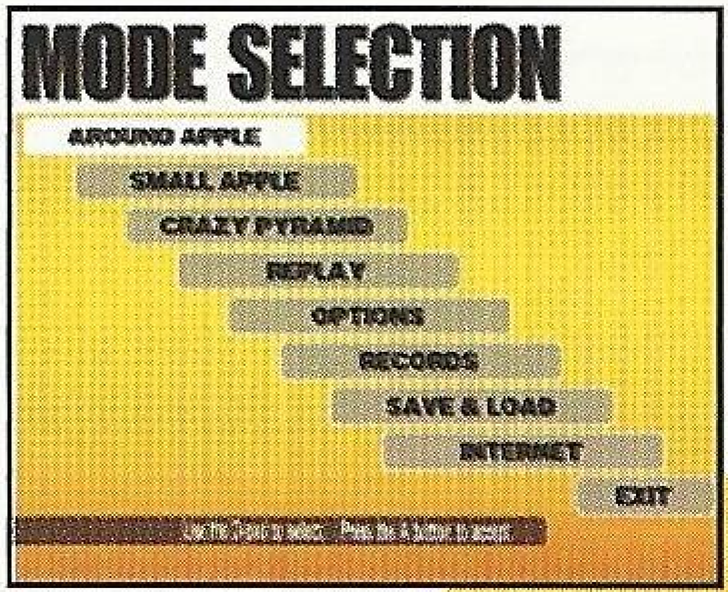
SAVE GAME FILES
20
BLOCKS USED

20 blocks of free memory spaces are required.

MODE SELECTION SCREEN

Press the Start Button during the Title Screen to access the Mode Select Screen. Use the D-pad ⬆⬇ to select the menu item, and press Ⓐ to enter. To return to the Title Screen, either select "EXIT" or press Ⓑ.

AROUND APPLE	**P.06**	Main map.
SMALL APPLE	**P.06**	Alternate map.
CRAZY PYRAMID	**P.13**	Play mini-games to hone your driving skills.
REPLAY	**P.15**	Record gameplay and view replay files.
OPTIONS	**P.20**	Change various game settings.
RECORDS	**P.21**	View records of each mode.
SAVE & LOAD	**P.22**	Save or load records.
INTERNET	**P.23**	Connect to the website to upload scores and replays.


MODE SELECTION
AROUND APPLE
SMALL APPLE
CRAZY PYRAMID
REPLAY
OPTIONS
RECORDS
SAVE & LOAD
INTERNET
EXIT

AROUND APPLE/SMALL APPLE

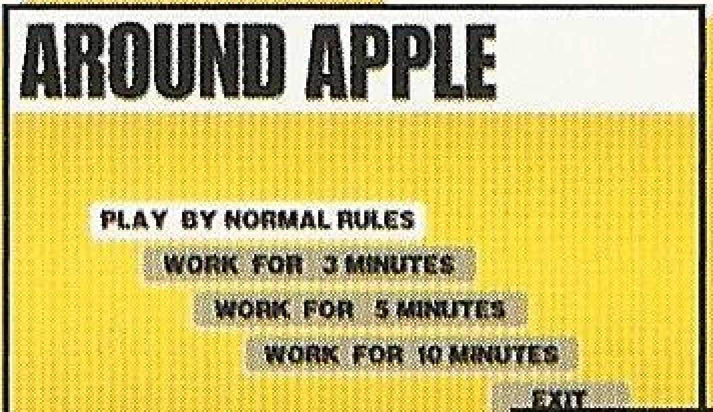
The only difference between the two modes is the use of different play maps.

When either mode is selected, a Menu Screen will be displayed. Use ⬆⬇ to select a menu item, and press Ⓐ to enter.

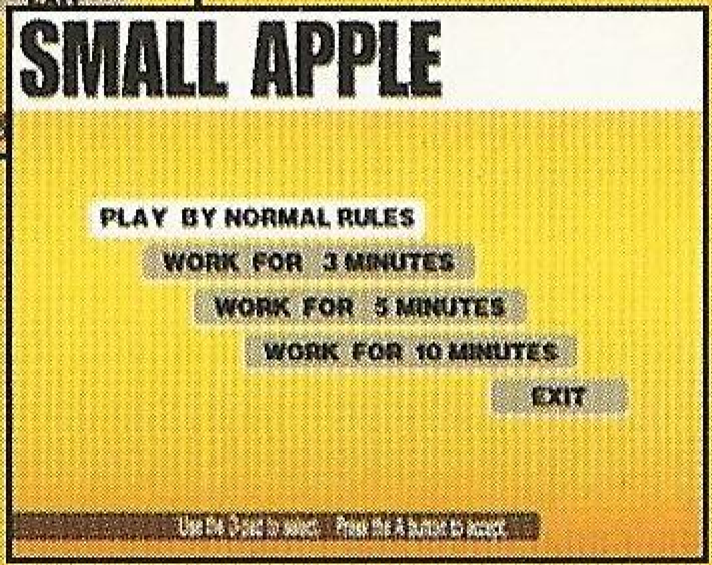
To return to the Mode Select Screen, either select "EXIT" or press Ⓑ.

PLAY BY NORMAL RULES You will be awarded a time bonus that is directly related to how fast you reach your destinations.

WORK FOR 5 MINUTES Play for 5 minutes. Same as PLAY BY NORMAL RULES with no time bonus.


AROUND APPLE
PLAY BY NORMAL RULES
WORK FOR 3 MINUTES
WORK FOR 5 MINUTES
WORK FOR 10 MINUTES
EXIT

AROUND APPLE
Menu Screen


SMALL APPLE
PLAY BY NORMAL RULES
WORK FOR 3 MINUTES
WORK FOR 5 MINUTES
WORK FOR 10 MINUTES
EXIT

SMALL APPLE
Menu Screen

WORK FOR 3 MINUTES Play for 3 minutes. Same as PLAY BY NORMAL RULES with no time bonus.

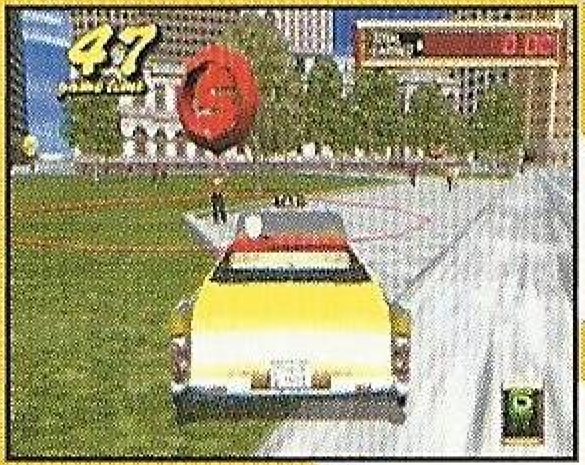
WORK FOR 10 MINUTES Play for 10 minutes. Same as PLAY BY NORMAL RULES with no time bonus.

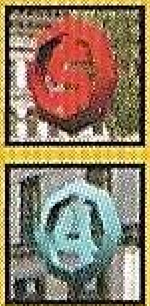
AROUND APPLE/SMALL APPLE

GAME FLOW

Repeat steps (01 to 03) to carry as many customers to their destination within the time limit.

PICK UP A CUSTOMER!





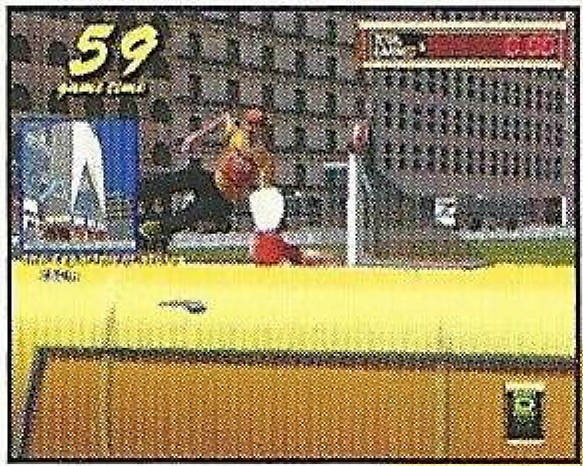
Characters with "$" or number icons over their heads indicate potential customers. When you stop your cab within the stop zone (the circular outline that appears around the customer), the customer will get in the cab.

01

＊ While waiting for the customer to get into the cab the game clock will continue to run, but control of the cab is not possible.

02

Once the customer gets in the cab, the "Destination and Distance Counter", the "Direction Arrow" and the "Customer Time Limit" will be displayed. Use the arrow as a guide to take customers to their destination before the "Customer Time Limit" expires. The customer may pay you a tip in appreciation of "crazy" driving (p.11).

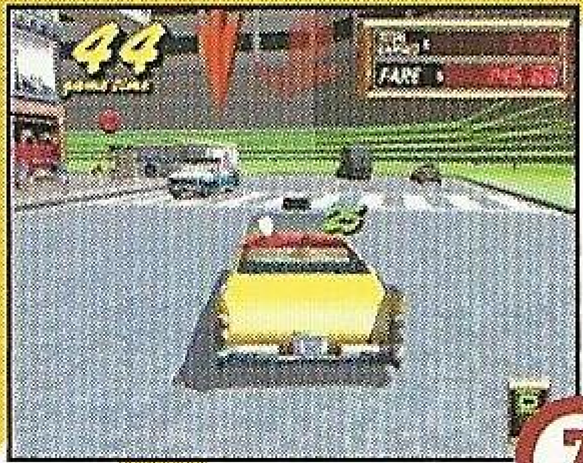


DRIVE TO THE DESTINATION!

03

The destination is rimmed by a green wall. Stop the cab within the area, and the customer will exit the cab and pay their fare (p.10). Please also note that when you are carrying a group, you must take all customers to their separate destinations in order to receive the fare.

＊ The game time stops while the customer is getting out, and you will not be able to control the cabbie during this time.



DROP OFF THE CUSTOMER!

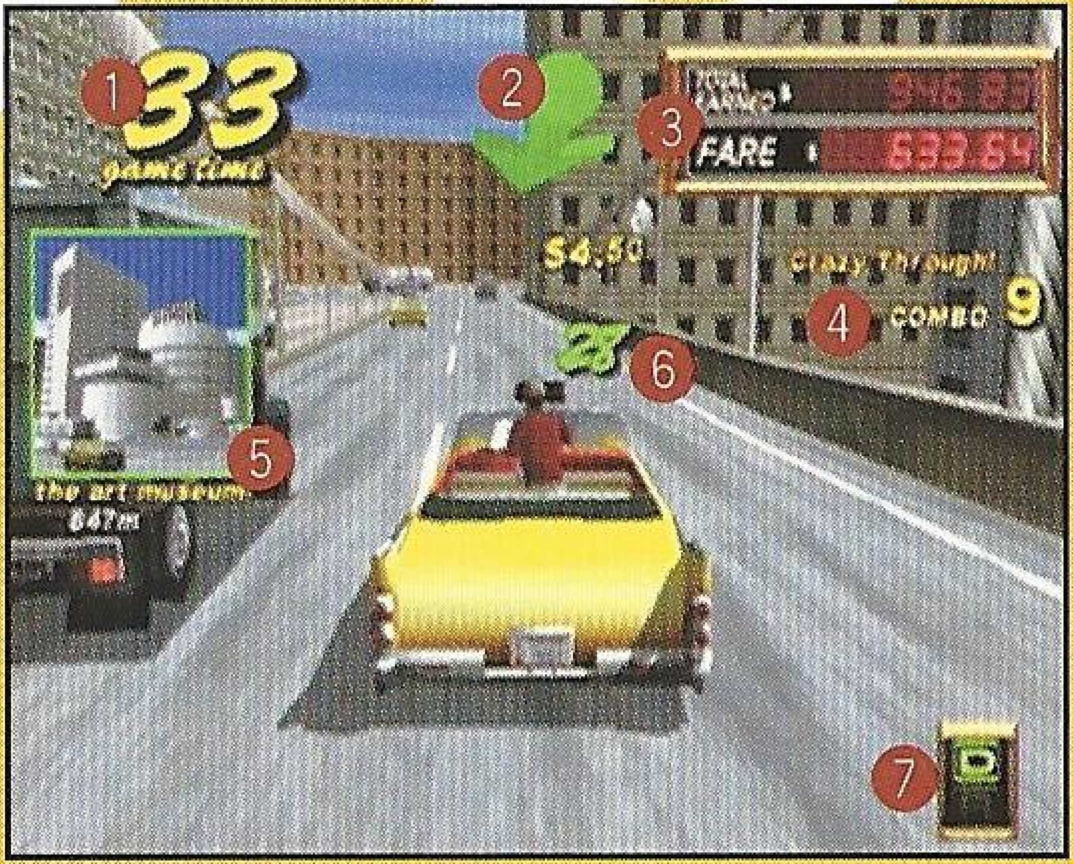
AROUND APPLE/SMALL APPLE

① **TIME LIMIT**
The game is over when your Time Limit expires.

② **DIRECTION OF THE DESTINATION**

③ **(TOP) TOTAL FARE EARNED**
Total of all fares earned.
(BOTTOM) FARE FOR THE CURRENT CUSTOMER
Displayed when you are carrying customers. The figure includes the base fare plus the tip (p.11).

④ **NAME OF TECHNIQUE AND NUMBER OF COMBOS USED**
※ See p.11 for details.


1
33
game time
2
3
TOTAL EARNED
FARE
4
Crazy Through!
COMBO 9
5
the art museum
647m
6
7

While driving with customer aboard.

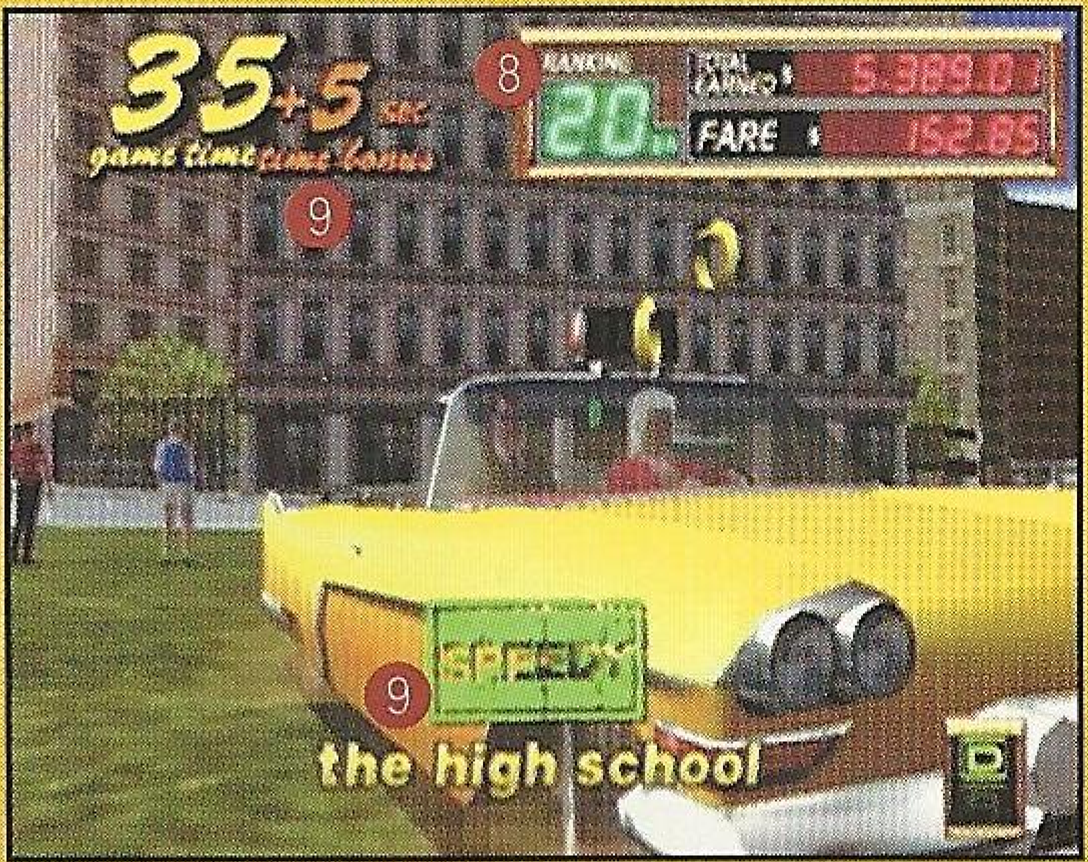
⑤ **DESTINATION & DISTANCE**
Press Ⓧ while you have a customer to display.

⑥ **CUSTOMER TIME LIMIT**
If this time limit reaches zero, the customer will jump out of the cab.

⑦ **GEAR INDICATOR**
Shows the gear, drive or reverse, currently selected.

⑧ **RANKING**
Shows your current ranking.

⑨ **(TOP) TIME BONUS/(BOTTOM) RATING**
Time Bonus is displayed only while playing "PLAY BY NORMAL RULES" mode.

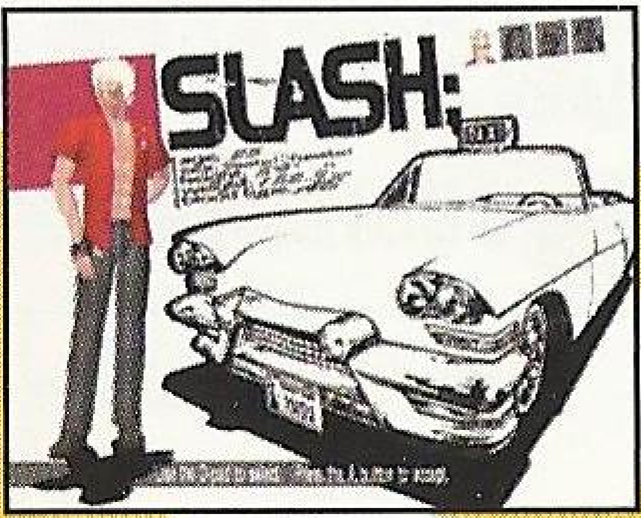

35+5 sec
game time time bonus
8
RANKING
20
TOTAL EARNED
FARE
9
SPEEDY
9
the high school

When you reach the destination.

AROUND APPLE/SMALL APPLE

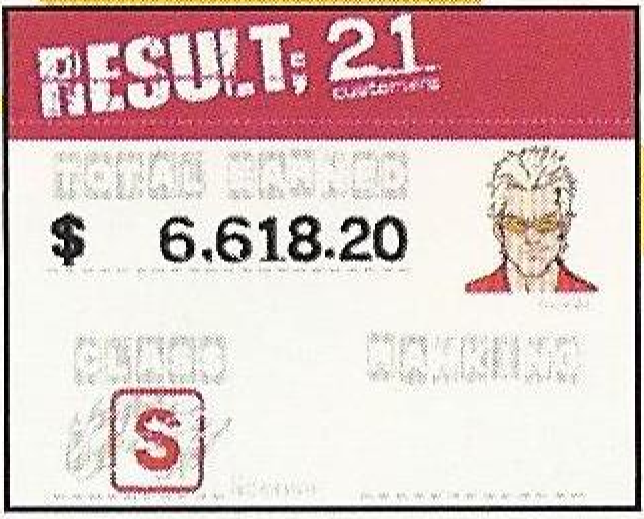
DRIVER SELECTION

Use ⬅➡ to select the driver, and press Ⓐ to enter.



RESULTS SCREEN

When the game time expires, the Results Screen will be displayed. If you earn a Class (S) license, the ending sequence will play.


RESULT: 21 customers

TOTAL EARNED

$ 6.618.20

CLASS

S

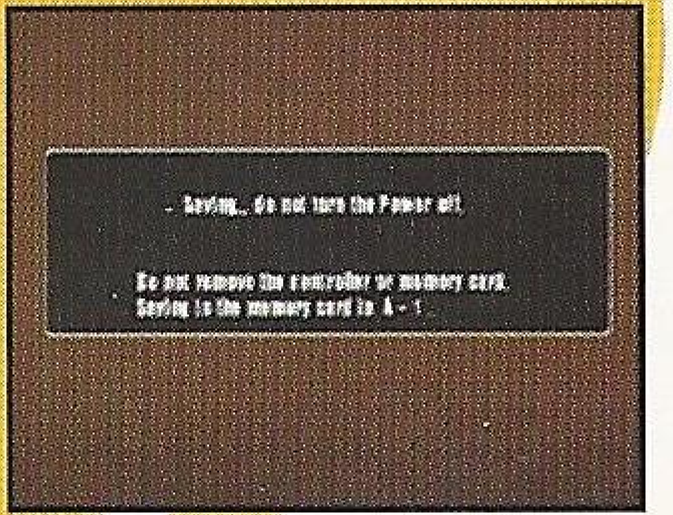
RANKING

CUSTOMERS	Number of Customers taken to their destinations.
TOTAL EARNED	Total Fare Earned.
CLASS	Evaluation of your performance. Starting from the highest: S → A → B → C → D → E → NO LICENSE
RANKING	Displays the rank of your score. If your score is not among the highest, a message "OUT OF RANKING" will be displayed.

※ Ranking is displayed only in "PLAY BY NORMAL RULES".

SAVE SCREEN

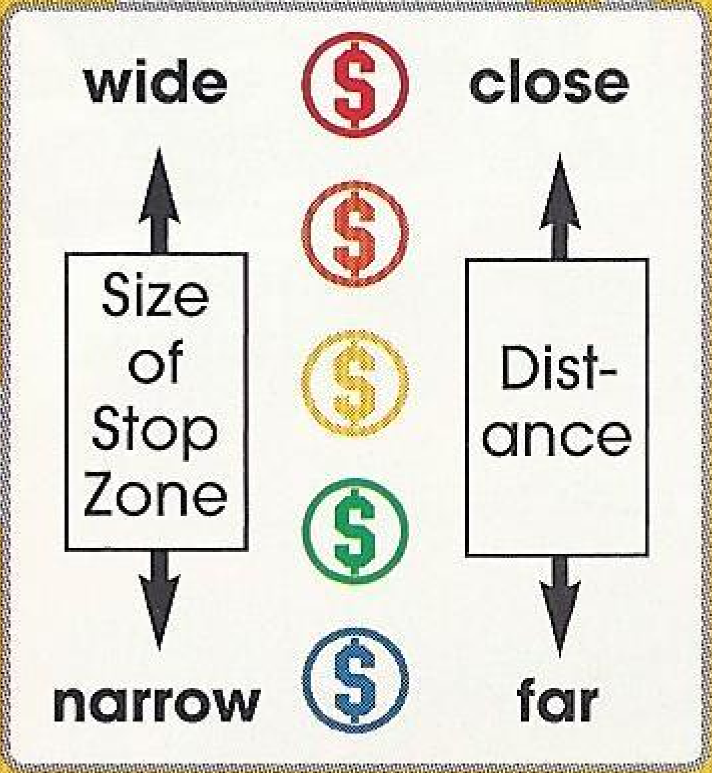
Save the results of your game.
The game will be saved automatically to the memory card selected on the Memory Card Select Screen (p.5).



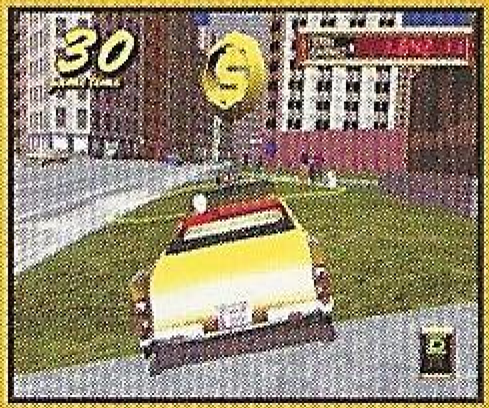
AROUND APPLE/SMALL APPLE

CUSTOMERS' MARKS

CUSTOMERS WITH A "$" MARK

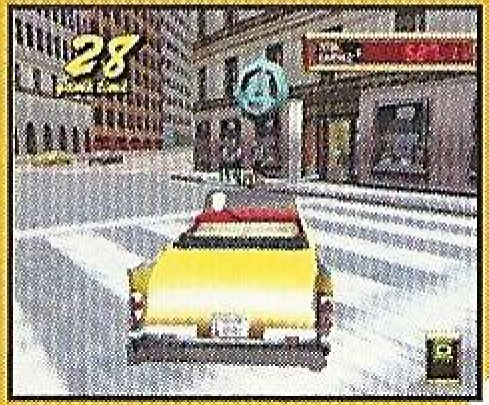


The color of the mark indicates the distance to the destination and the size of the stop zone.



CUSTOMERS WITH A NUMERAL

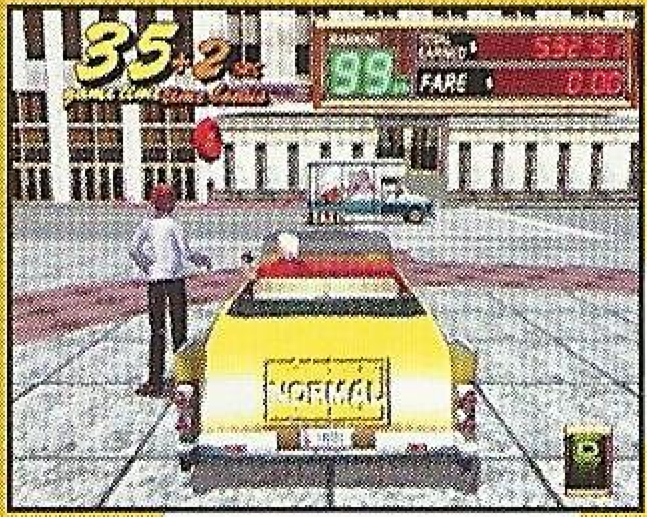
The number indicates the actual number of customers in the group. Deliver each customer to their destination within the Customer Time Limit (see below) to earn big money. If you fail to deliver all customers, the fare will not be paid.



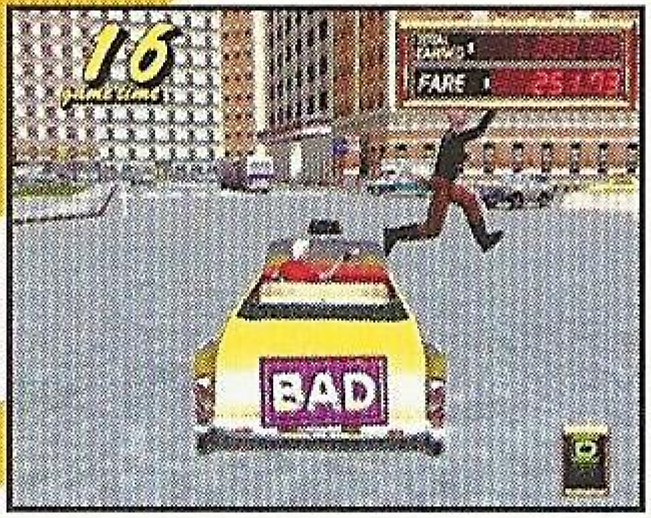
FARES

CUSTOMER TIME LIMITS AND FARES

When you pick up a customer, a Customer Time Limit will be displayed at the center of the screen. If you successfully deliver the customer before this time runs out, the amount of fare will be added to your total earned fare. If time expires, the customer will jump out of the cab without paying.



Deliver the customer within the time limit to rake in the cash!!



If you fail to deliver within the time limit, the customer will jump out of the cab without paying.

AROUND APPLE/SMALL APPLE

FARES AND TIPS

The three types of fares that can be earned are as follows:

BASE FARE

The base fare is calculated according to the distance of the destination. It appears when you pick up a customer.

TIPS (SEE BELOW)

Added to the fare whenever you make a radical maneuver to the delight of the customer.

TIME BONUS FARE

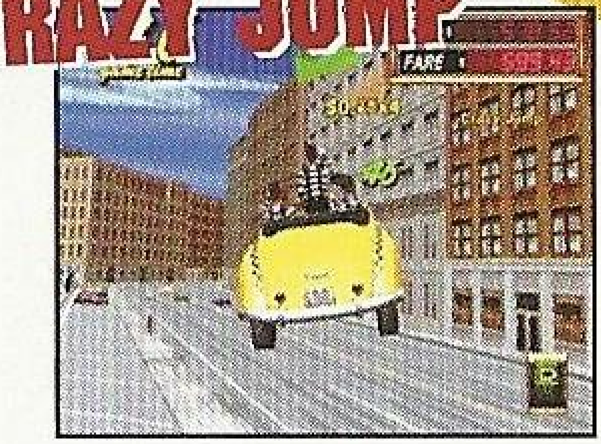
Awarded for time remaining on the Customer Time Limit.

TIPS AND RADICAL MANEUVERS

While carrying a customer, if you make a radical maneuver to the delight of the customer, a tip will be added to the fare. The following are ways to "please" a customer.

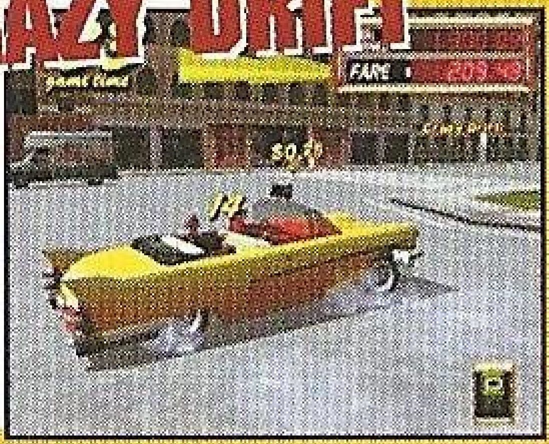
⁎ For group customers, the amount of tip added is multiplied by the number of customers aboard.

CRAZY JUMP



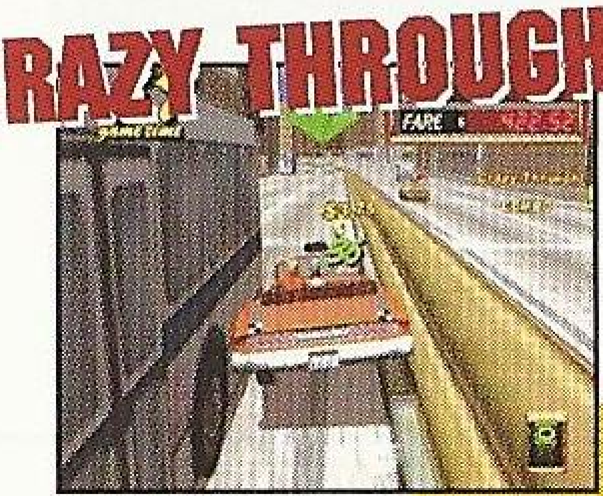
Use jump ramps or crazy hops to get airborne for a given amount of time.

CRAZY DRIFT



Drift your cab for a given amount of time.

CRAZY THROUGH



Weave through traffic or jump over other cars.

COMBO If you earn tips in succession without hitting other cars, they will be counted as a combo. The tip rate increases with each trick. Once you hit an object or car the combo counter will be reset to zero.

AROUND APPLE/SMALL APPLE

TIME BONUS

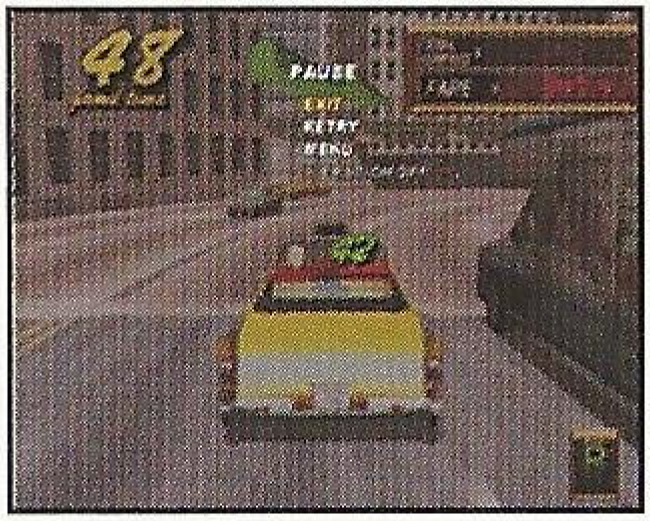
When you reach the destination, you will be awarded bonus time according to the amount of the Customer Time Limit remaining. The quicker you reach your destination, the more time bonus you will receive.

Rating	Bonus
SPEEDY	Bonus: +5 sec.
NORMAL	Bonus: +2 sec.
SLOW	No Time Bonus
BAD	When you fail to take the customer to the destination.

Time Bonus can only be awarded while playing in "PLAY BY NORMAL RULES".

PAUSE MENU

While playing either "AROUND APPLE", "SMALL APPLE", "CRAZY PYRAMID" or "REPLAY", press the Start Button to display the Pause Menu.
Use ⬆⬇ to select the menu item, and press Ⓐ to enter.



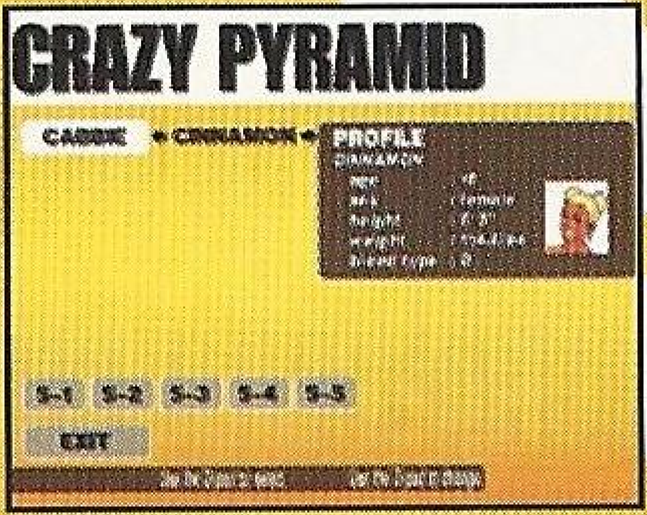
EXIT	Continue the game.
RETRY	Restart the game from the beginning.
MENU	“AROUND/SMALL APPLE: Return to the Mode Select Screen. “CRAZY PYRAMID”: Return to the Pyramid Menu Screen. “CRAZY DRIVIN’”: Return to the Drivin’ Menu Screen.
VIBRATION	Toggles the Jump Pack setting (ON/OFF). ⁎ Can only be selected if the Jump Pack is connected.

CRAZY PYRAMID

A variety of mini-games to perfect your driving skills. When the Pyramid Menu is displayed, use ⬆⬇⬅➡ to select, and press Ⓐ to enter. To return to the Mode Select Screen, either select "EXIT" or press Ⓑ.

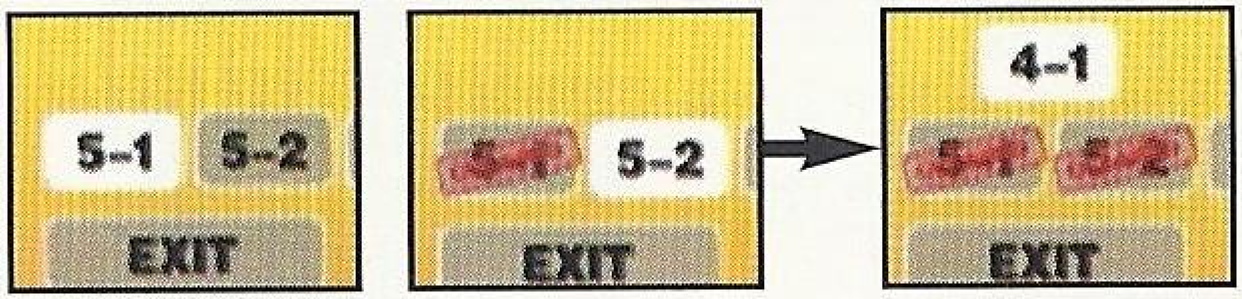
CABBIE

Use ⬅➡ to select the driver to use.


CRAZY PYRAMID
CABBIE
CINNAMON
PROFILE
5-1
5-2
5-3
5-4
5-5
EXIT

MINI-GAMES

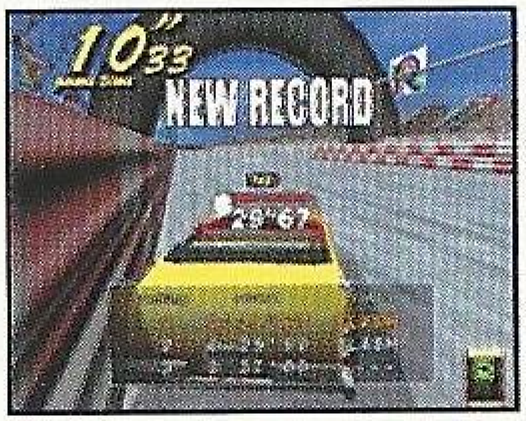
Use ⬆⬇⬅➡ to select the Mini-Game to play. The rules to the selected Mini-Game and its record will be displayed on the right side of the screen. Press the Start Button to view advice for the selected Mini-Game. Press Ⓐ to start the game.

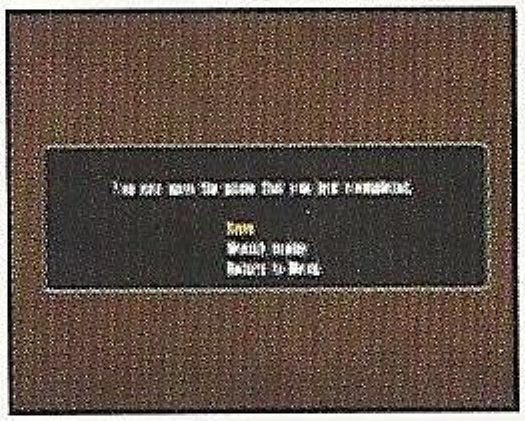

5-1
5-2
EXIT
4-1

Complete 2 games at the bottom...

...and you will have a new selection above.

At first, you can only choose from 5 mini-games. If you clear 2 mini-games (next to each other), a new game can be selected.


10"33
NEW RECORD
29"67



If you achieve a new record, you can save the gameplay data to view later on. For contents and controls regarding saving, please refer to "SAVING GAMEPLAY" on p.17.

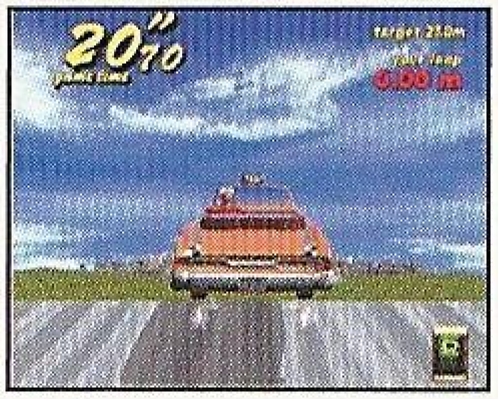
CRAZY PYRAMID

Here are introductions to the 5 Mini-Games you can select from the beginning.

CRAZY JUMP 2 5–1

RULES

Jump over 250 meters!



CRAZY GOLF 5–2

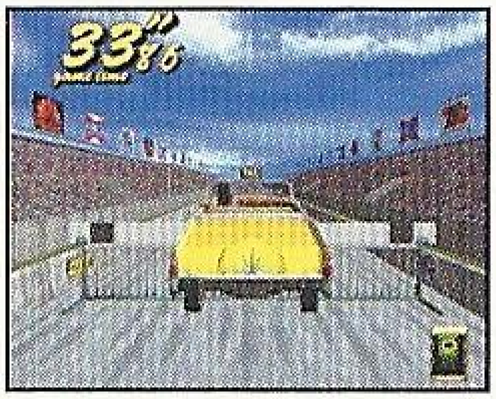
RULES

Attack the ball and make it fly at least 100 yards!

CRAZY HURDLE 5–3

RULES

Reach the goal within the time limit!



CRAZY 3-JUMP 5–4

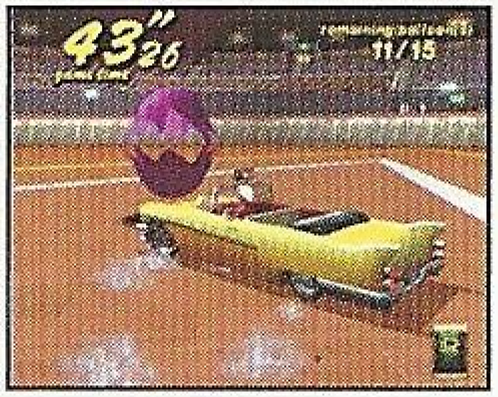
RULES

Hop, step, and jump over 200 meters!

CRAZY BALLOON 2 5–5

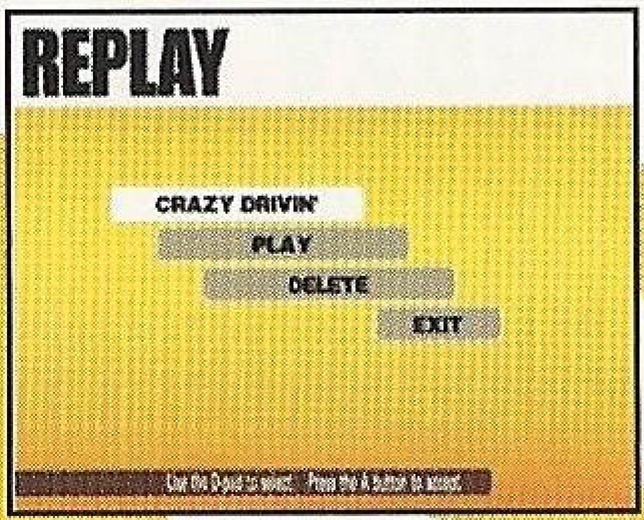
RULES

Pop all the balloons within the time limit!



REPLAY

Record your gameplay or view replay files. Use ⬆⬇ to select, and press Ⓐ to enter. To return to the Mode Select Screen, either select "EXIT" or press Ⓑ.



REPLAY

CRAZY DRIVIN'

PLAY

DELETE

EXIT

CRAZY DRIVIN'

(P.16)

Record your gameplay for 80 seconds. Perform various tricks to record your best driving.

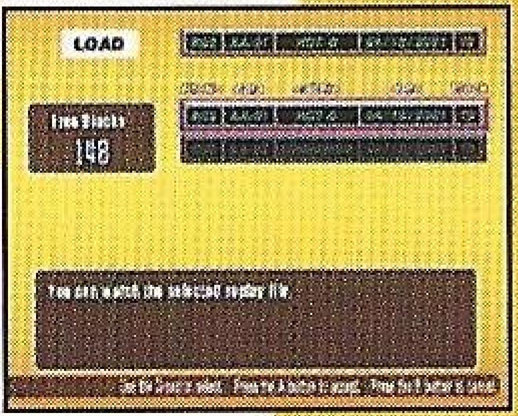
⁜ Recording time will not be counted while the game is paused.

Besides the System Data, additional blocks of memory are required.

PLAY

(P.19)

Load and view the selected replay file.



LOAD

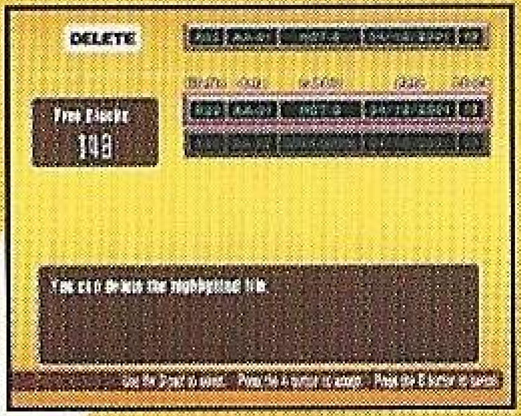
Free Blocks 148

You can watch the selected replay file.

DELETE

(P.19)

Delete the selected replay file.



DELETE

Free Blocks 148

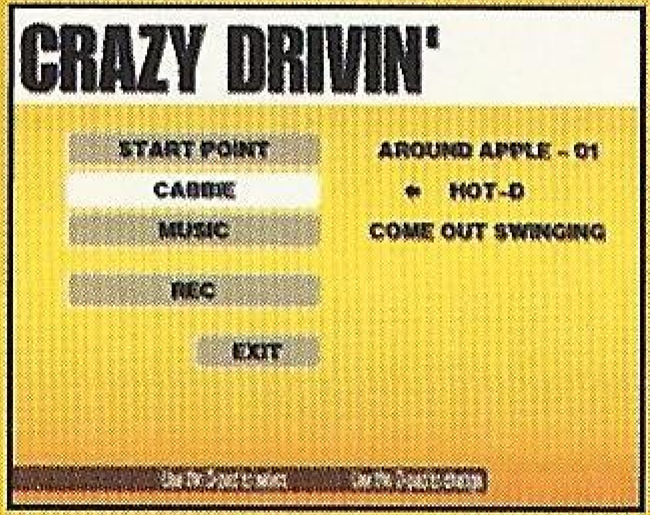
You can delete the highlighted file.

With PLAY and DELETE, you cannot select a memory card that does not contain a replay file on the Memory Card Select Screen.

REPLAY

CRAZY DRIVIN' MENU SCREEN

When "CRAZY DRIVIN'" is selected, the Crazy Drivin' Menu Screen will be displayed. Use ⬆⬇ to select the menu item, and ⬅➡ to change settings. To return to the Mode Select Screen, either select "EXIT" or press Ⓑ.

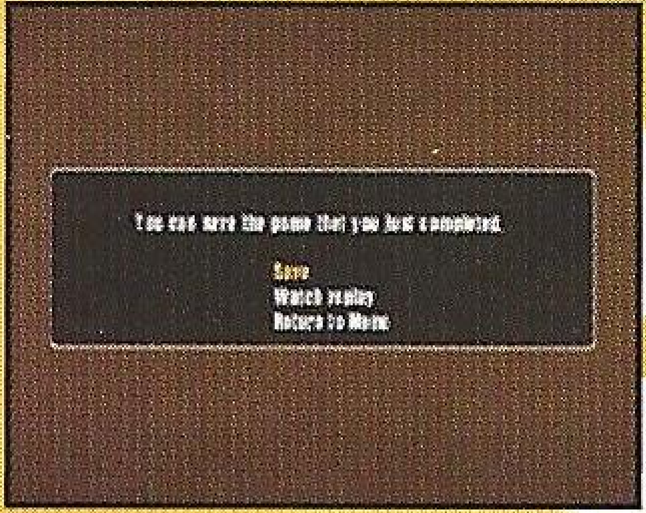


START POINT AROUND APPLE - 01
CABBIE ● HOT-D
MUSIC COME OUT SWINGING

START POINT	Select the starting point. Choose from 5 starting points in both "AROUND APPLE" and "SMALL APPLE."
CABBIE	Select the cabbie to be used with ⬅➡.
MUSIC	Select the music to be played for the session with ⬅➡. Press Ⓐ to listen to the selected music.
REC	When all settings are completed, select REC and press Ⓐ to start recording your gameplay.

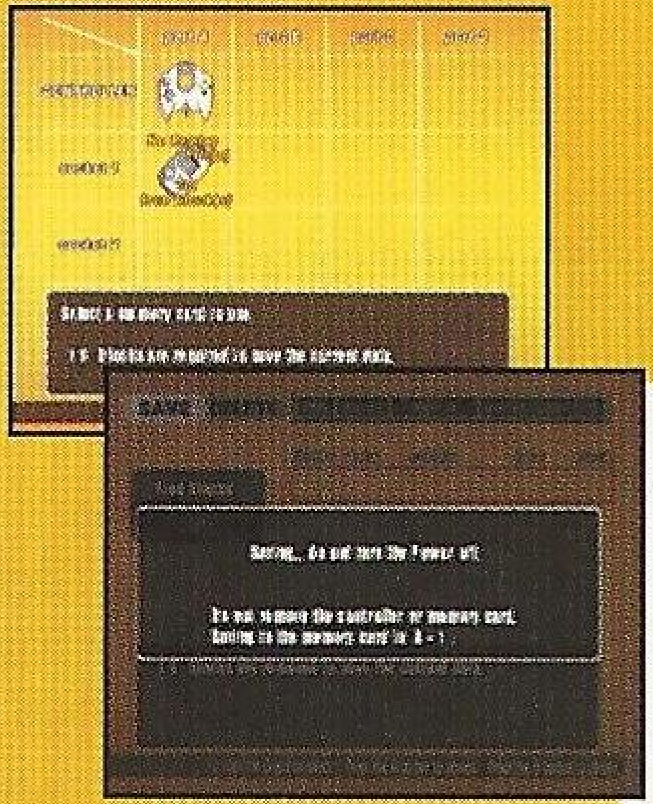
SAVING GAMEPLAY

After recording is completed, a menu (shown to the right) will be displayed. Use ⬆⬇ to select menu items, and press Ⓐ to enter.



SAVE

Save the replay data to a memory card. When you select a memory card, a replay file list will be displayed. Select a place to save. When there are not enough blocks available, "DELETE" will appear. Select a file to be deleted, and you will be asked to confirm your action. Select "YES" to delete the file, and start the process over from the Memory Card Select Screen.



WATCH REPLAY

View a replay you just recorded (see p.18 for controls).

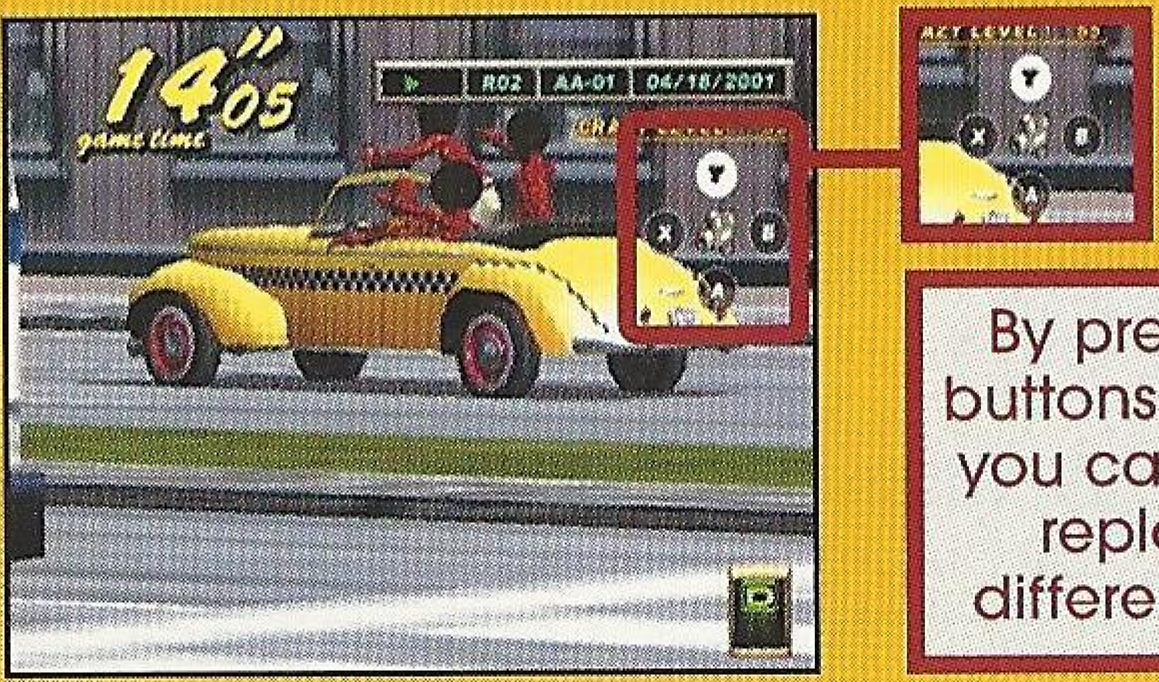
RETURN TO MENU

Return to Crazy Drivin' Replay Menu Screen without saving the replay.

REPLAY

WATCH REPLAY

You can view the replay of the game you just played. Change the view with the Ⓐ, Ⓑ, Ⓧ and Ⓨ buttons. You can view from various angles you won't see during gameplay.



By pressing the buttons indicated, you can view the replay from different angles.

REPLAY PAUSE MENU

While viewing the replay, press the Start Button to display the menu shown to the right. Use ⬆⬇ to select the menu item, and press Ⓐ to enter.

EXIT	Continue replay.
RESTART REPLAY	View replay over from the beginning.
SAVE	Save the replay. See "SAVE" on p.17.
MENU	Return to the Crazy Drivin' Menu Screen without saving.

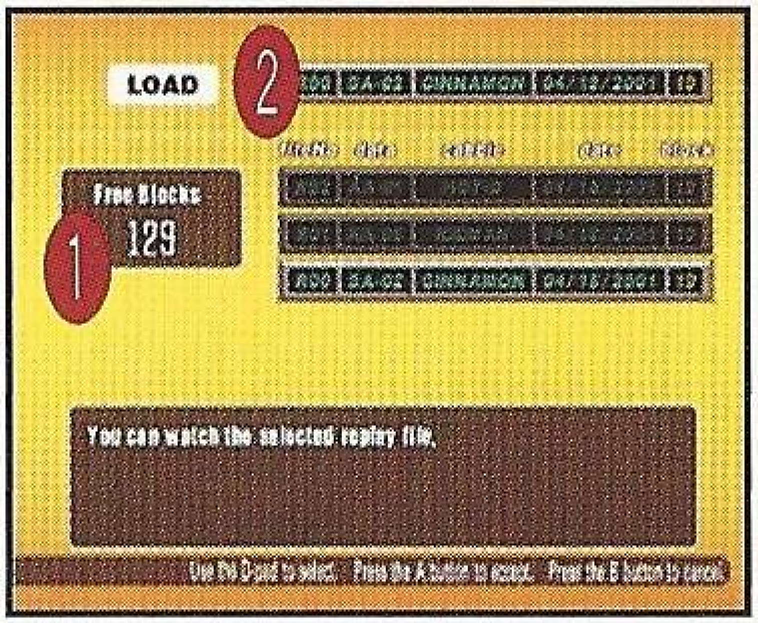
PLAY

Load the replay data and view. When a memory card is selected, a replay file list will be displayed. Use ⬆⬇ to select the replay file to view, and press Ⓐ to enter. To return to the Crazy Drivin' Menu Screen, either select "EXIT" or press Ⓑ. The controls and the Pause Menu during replay are the same as "WATCH REPLAY" (p.18).

⁎ Notes on the Pause Menu. "SAVE" cannot be selected. "MENU" will return the game to the Replay File List Screen.

DELETE

Delete a replay file. When a memory card is selected, a replay file list will be displayed. Use ⬆⬇ to select the replay file to delete, and press Ⓐ to enter. You will be asked to confirm your action. Select "YES" to delete. To return to the Crazy Drivin' Menu Screen, either select "EXIT" or press Ⓑ.



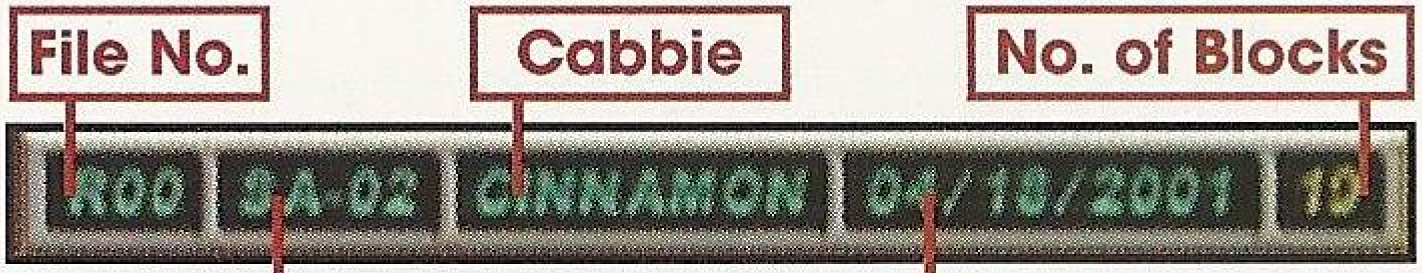
You can watch the selected replay file.

Use the D-pad to select. Press the A button to accept. Press the B button to cancel.

REPLAY FILE LIST SCREEN

① Displays the amount of blocks left in the memory card.

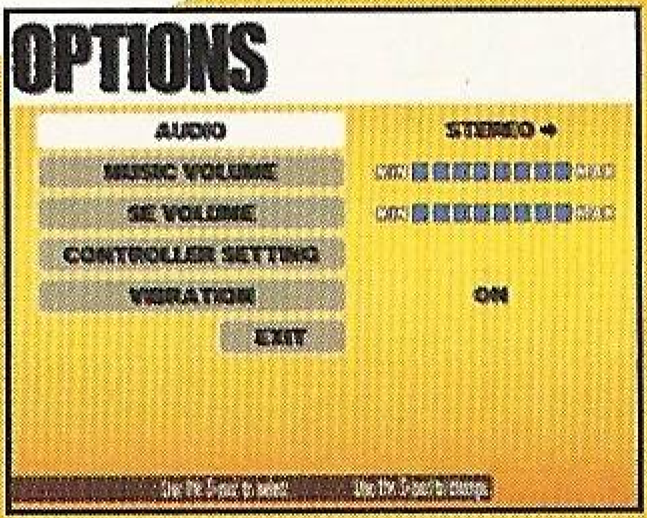
② Information on Replay File selected.



AA AROUND APPLE
SA SMALL APPLE
CP CRAZY PYRAMID
⁎ The number indicates the starting point.

OPTIONS

Adjust various game settings. Use ⬆⬇ to select a menu item, and ⬅➡ to change the setting. To return to the Mode Select Screen, either select "EXIT" or press Ⓑ.


OPTIONS
MUSIC VOLUME
SE VOLUME
CONTROLLER SETTING
EXIT
MIN
MAX

AUDIO STEREO

VIBRATION ON

AUDIO	Adjust the sound settings.
MUSIC VOLUME	Adjust the sound level of the background music.
SE VOLUME	Adjust the sound level of sound effects.
CONTROLLER SETTING	Change the button assignment from preselected configurations (for both Dreamcast Controller and Rally Wheel).
VIBRATION	Toggles the Jump Pack setting (On/Off). (Can only be selected if the Jump Pack is connected.)

RECORDS

View the top records in each mode. Use ⬆⬇ to select the mode to view, and ⬅➡ to change the page. To return to the Mode Select Screen, either select "EXIT" or press Ⓑ.

AA

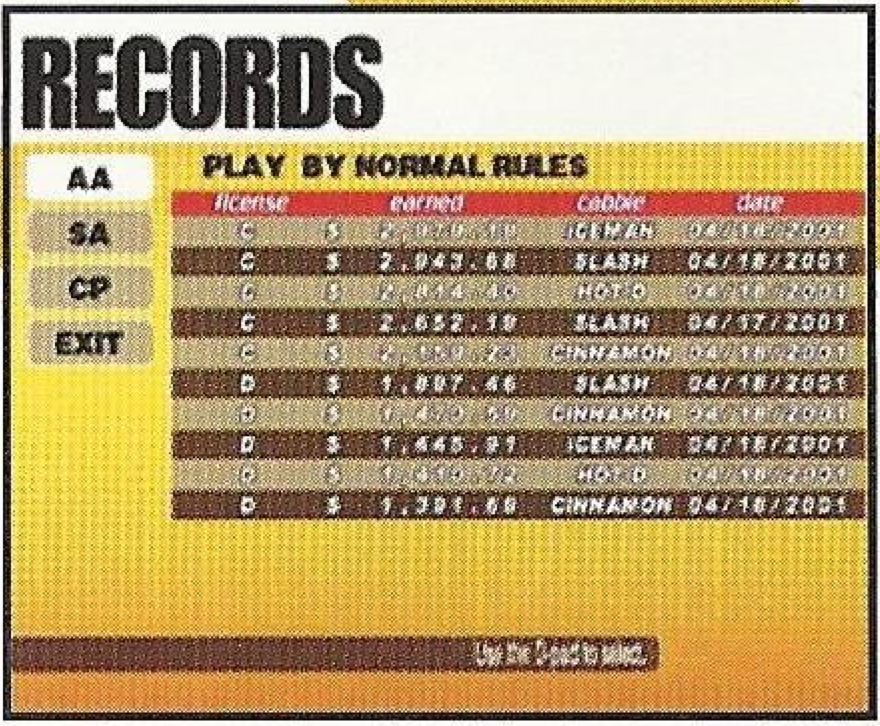
Records for "AROUND APPLE".

SA

Records for "SMALL APPLE".

CP

Records for "CRAZY PYRAMID".



PLAY BY NORMAL RULES

license		earned	cabbie	date
C	$	[illegible]	ICEMAN	04/18/2001
C	$	2,943.68	SLASH	04/18/2001
C	$	2,814.40	HOT-D	04/18/2001
C	$	2,652.19	SLASH	04/17/2001
C	$	[illegible]	CINNAMON	04/18/2001
D	$	1,887.46	SLASH	04/18/2001
D	$	[illegible]	CINNAMON	04/18/2001
D	$	1,445.91	ICEMAN	04/18/2001
D	$	1,410.72	HOT-D	04/18/2001
D	$	1,391.68	CINNAMON	04/18/2001

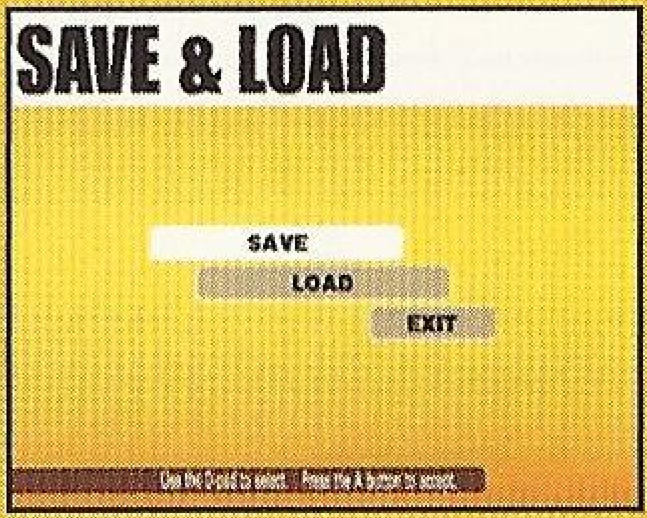
Use the D-pad to select.

DISPLAYED ITEMS

license	Class you earned for the record (displayed only when AA/SA is selected).
earned	Total fare earned (displayed only when AA/SA is selected).
ranking	Your rank (displayed only when CP is selected).
score	Mini-Game score (displayed only when CP is selected).
cabbie	Cabbie used.
date	Date of the record.

SAVE & LOAD

Save or load game records. Use ⬆⬇ to select the mode, and press Ⓐ to enter. To return to the Mode Select Screen, either select "EXIT" or press Ⓑ.
Note: Save and Load cannot be selected if no memory card is connected.


SAVE & LOAD
SAVE
LOAD
EXIT
Use the D-pad to select. Press the A button to accept.

SAVE Select a memory card, and save all game records.

LOAD Select a memory card, and load all game records.

A memory card cannot be selected if:
SAVE: There is not enough blocks available in the memory card.
LOAD: There is no Crazy Taxi System Data.

INTERNET

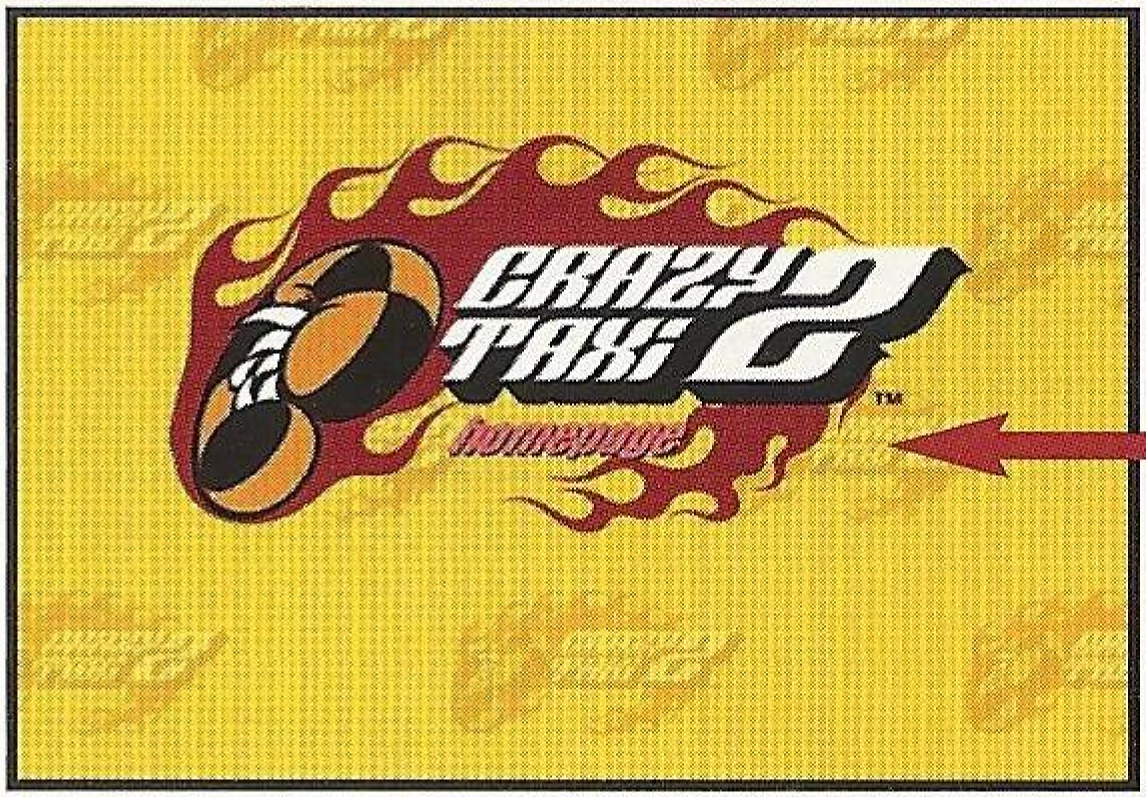
Connect to the Internet, and view the official “Crazy Taxi 2” web page.

⁎ Please note that the contents of the web page are updated periodically. The actual screens may differ from the screenshots in this instruction manual.

Enter your ISP (Internet service provider) information using the Planet Web Browser, included with the Dreamcast unit, to access the web page.

Inquiries:	SEGA Customer Service Department
Internet:	www.sega.com
Telephone:	1-800-USA-SEGA

While on the Mode Select Screen, select “INTERNET,” and the local home page will be displayed. Move the pointer and make your selection.



Go to the CRAZY TAXI 2 web page.

You can view various information regarding Crazy Taxi 2.
Follow the directions on the screen, and enjoy the web page.

INTERNET

BROWSER CONTROLS

While viewing web pages, you can move the cursor with the D-Pad. To press the onscreen button, press Ⓐ. Additional commands can be given through L Menu and R Menu.

L MENU

Press L to open/close.

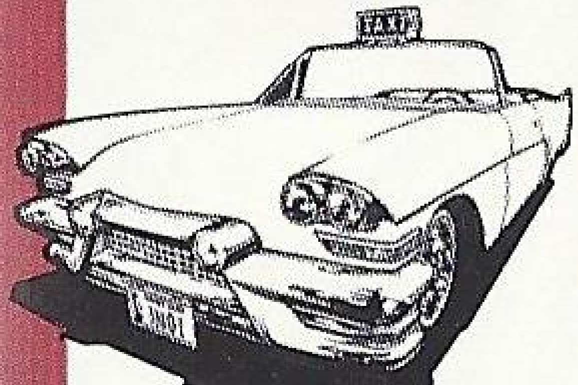
HOME	Return to the default home page.
MAIL	Receive mail.
OPTION	Change browser settings.
CONNECT/DISCONNECT	Connect to or disconnect from the ISP.
GOTO GAME HP	Jump to the game's web site.
EXIT TO GAME	Quit the browser and return to the game.

R MENU

Press R to open/close.

BACK	Go back to the previous page.
FORWARD	Go forward to the next page.
RELOAD	Refresh the data on the page you are currently reading.
CANCEL	Stop the loading of a web page.
ZOOM	Enlarge the page (press again to return to the normal size).
FILE	Opens a File Utility menu.

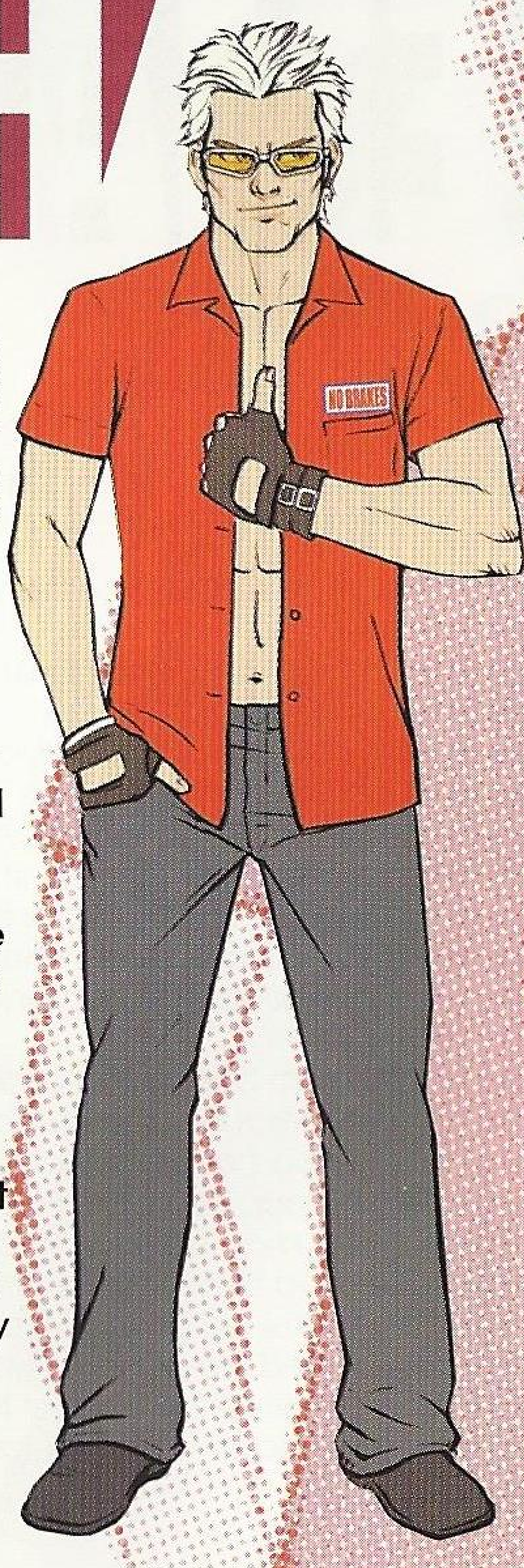
SLASH



SLASH

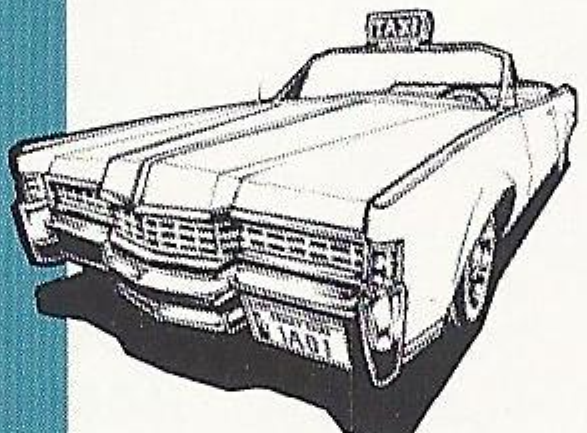
AGE:	25
SEX:	MALE
HEIGHT:	5'9"
WEIGHT:	152.3lb
BLOOD TYPE:	AB

Nihilistic, cool, and a tad bit insane, "Slash" is a hip guy in cool threads. Some say he's irresponsible, but ask anyone and they'll say Slash takes care of his bros. One might think Slash would always be surrounded by friends, but once you get to know him you'll soon learn that most people shy away. Why? Because Slash is a man with two faces. He can lose his temper over even the smallest matters. And once he does, there's absolutely no one that can stop him. Everyone around him becomes an enemy. Anyone who approaches him when he is angry must either be a brave soul or a complete idiot. Luckily, everyone knows that as long as you don't get on his nerves, Slash will do his job well. In fact, Slash's first class driving skills have garnered him a very loyal following. Why did he become a cabbie? No one dares ask. But if you were to ask around, everyone would say it was probably just a whim.



CABBIES

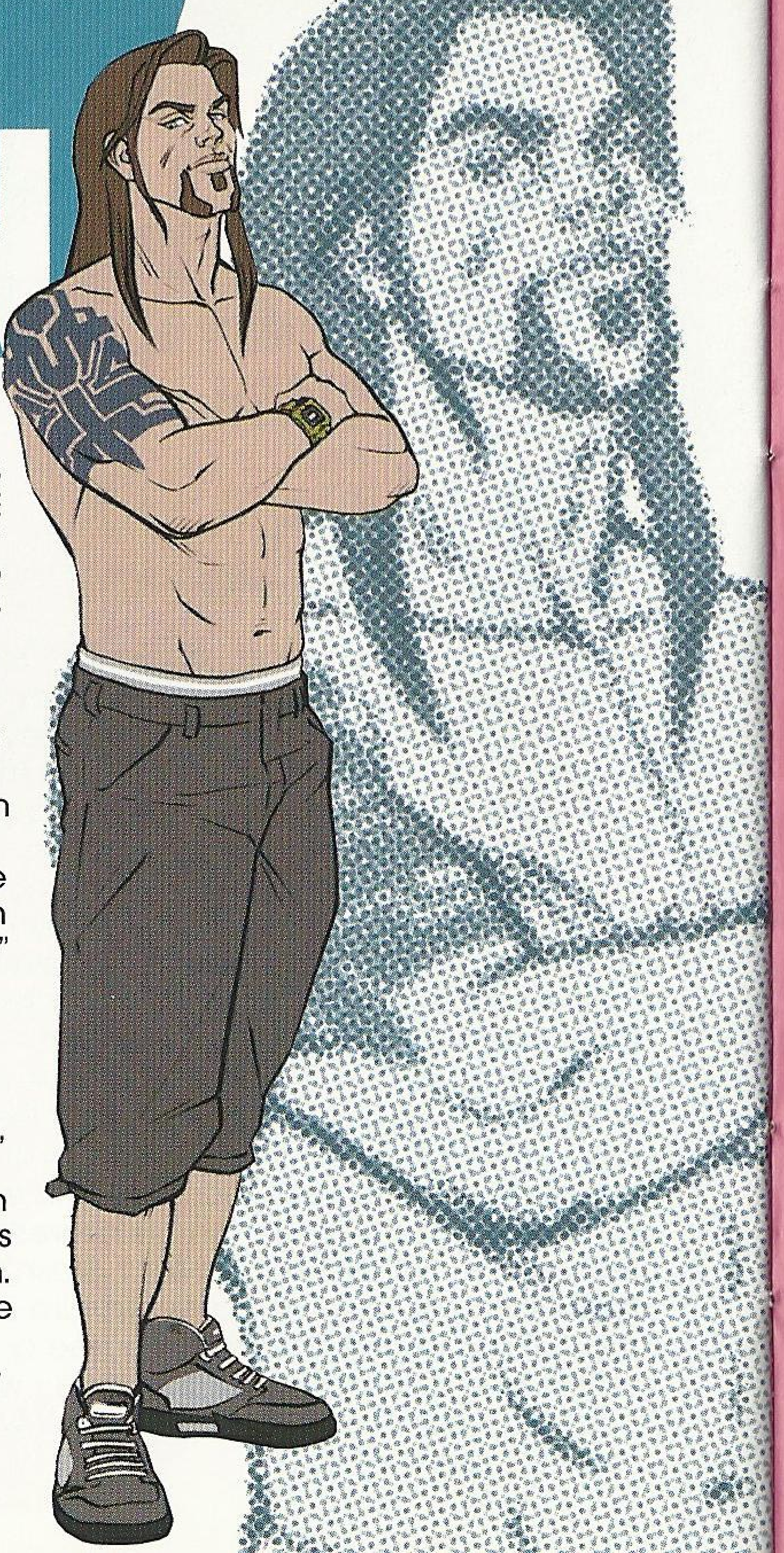
ICEMAN



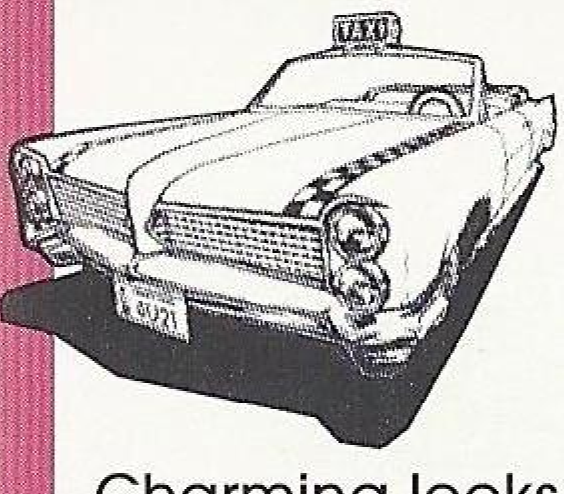
ICEMAN

AGE: 28
SEX: .... MALE
HEIGHT: .... 6'1"
WEIGHT: 183.2lb
BLOOD TYPE: .... B

Cool looks and a hint of madness, "Iceman" is a cabbie with an attitude!
He does everything his own way, and never pays a compliment to anyone, even at work.
Whenever a customer compliments him, you can expect a brusque reply. For him, success is the only option and it isn't open for debate. If anyone criticizes him for his mistakes, he will stare at them and say, "You got a problem with what I'm doin'?"
Nothing is impossible for Iceman. Even when he makes a mistake, he considers it a spontaneous happening.
Perhaps it was his destiny to become a cabbie. With his personality, there's bound to be problems, and because of this, no job has lasted long. But one day, while driving his car, he saw an old man hitchhiking. He let the old man aboard, and in his usual high speed, delivered him to his destination. The old man was so grateful, he gave him a huge tip. The next day, he painted his car yellow and the rest is history. Iceman drives his taxi just to get by, and spends peaceful days with his beloved dog, a boxer named "BB."



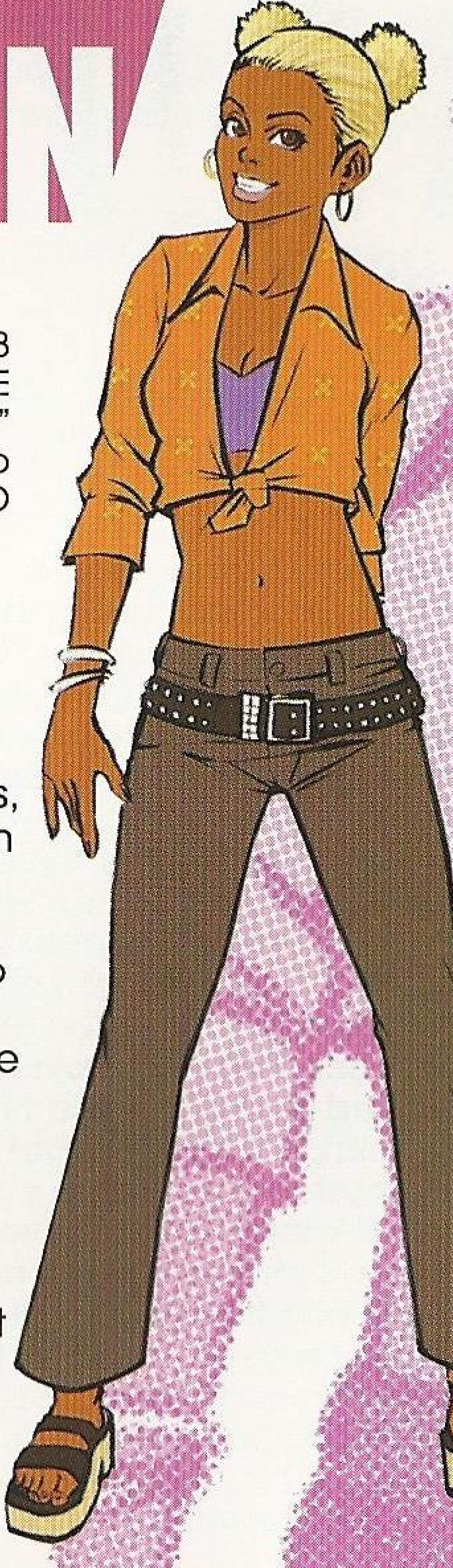
CINNAMON



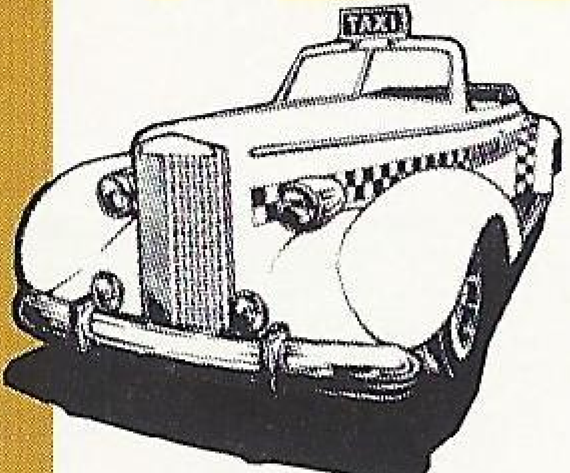
CINNAMON

AGE:	18
SEX:	FEMALE
HEIGHT:	5'5"
WEIGHT:	114.8lb
BLOOD TYPE:	O

Charming looks and incredibly cheerful, "Cinnamon" is a spunky girl with some serious driving skills. Think positively, that's her policy. The problem is that she often has trouble distinguishing between what is right and what is wrong. When trouble arises, she often forgets mistakes and lessons from the past. She is very forgetful, but with her earnest and caring attitude, and cheerful disposition, there is no one in this town who dislikes her. Everyone always wonders why she never learns; they end up giving her the same advice time and time again.
She loves life whenever she is being praised. Having the chance to meet and please so many people every day is the reason Cinnamon chose this career. Her driving skills and maneuvers always delight her passengers, but occasionally she pushes it a bit too far.

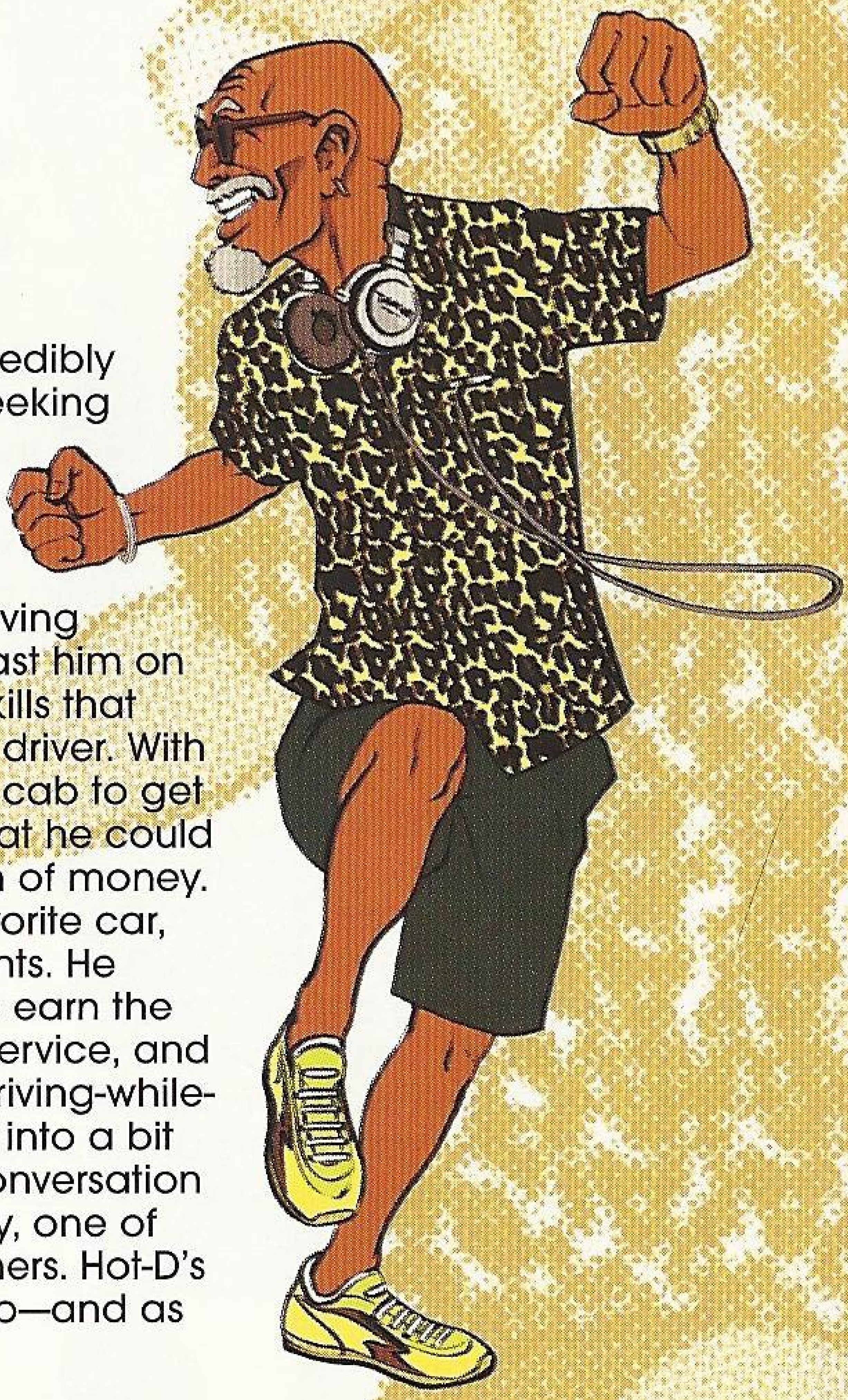


HOT-D



HOT-D

AGE: 78
SEX: .... MALE
HEIGHT: .... 5'3"
WEIGHT: 106.0lb
BLOOD TYPE: .... B



"Hot-D" is an old man who manages to be incredibly cheerful and physically youthful. He's a thrill-seeking cabbie who loves making money! At one time a wild and crazy stunt driver, Hot-D always wondered how he could make more green. Then, one day, while visiting the West Coast to film stunts for a big action movie, Hot-D was driving downtown when he saw a yellow blur streak past him on the road. It was a cabbie driving his taxi with skills that would impress even the best professional stunt driver. With superior driving skills, Hot-D caught up with the cab to get a closer look. That is when it dawned on him that he could take his driving skills back East and make a ton of money. He immediately headed home, painted his favorite car, and concentrated on improving his social talents. He knew that delighting customers was the way to earn the big bucks. Hot-D is well known for his superior service, and his customers are always impressed with his "driving-while-talking" skills. Occasionally, this talent gets him into a bit of trouble when he becomes so engulfed in conversation that he forgets to drop his customers off. Luckily, one of his greatest skills is calming down angry customers. Hot-D's theory is, if they're angry, they won't leave a tip—and as you know; it's all about the green.

CREDITS

The following credits list the staff responsible for the localization, marketing and manual development for the U.S. version of Crazy Taxi 2. Credits for the original development staff of the game are listed in the credits of the game itself.

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SPECIAL THANKS
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HMV, Hard Rock Cafe International, Inc., FAO Schwarz, Burger King Brands, Inc., Gap Inc.

CREDITS

Who The Hell Cares & Crash

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Bass	Randy Jackson, Chris Chaney, Audrey Wietchman
Drums	Tommy
Vintage Keyboards	Scott Kirkland
DJ	Mixmaster Mike
Additional DJs	DJ Product, Bobby B

"Crash"
Written by Tommy Lee
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NOTES

NOTES

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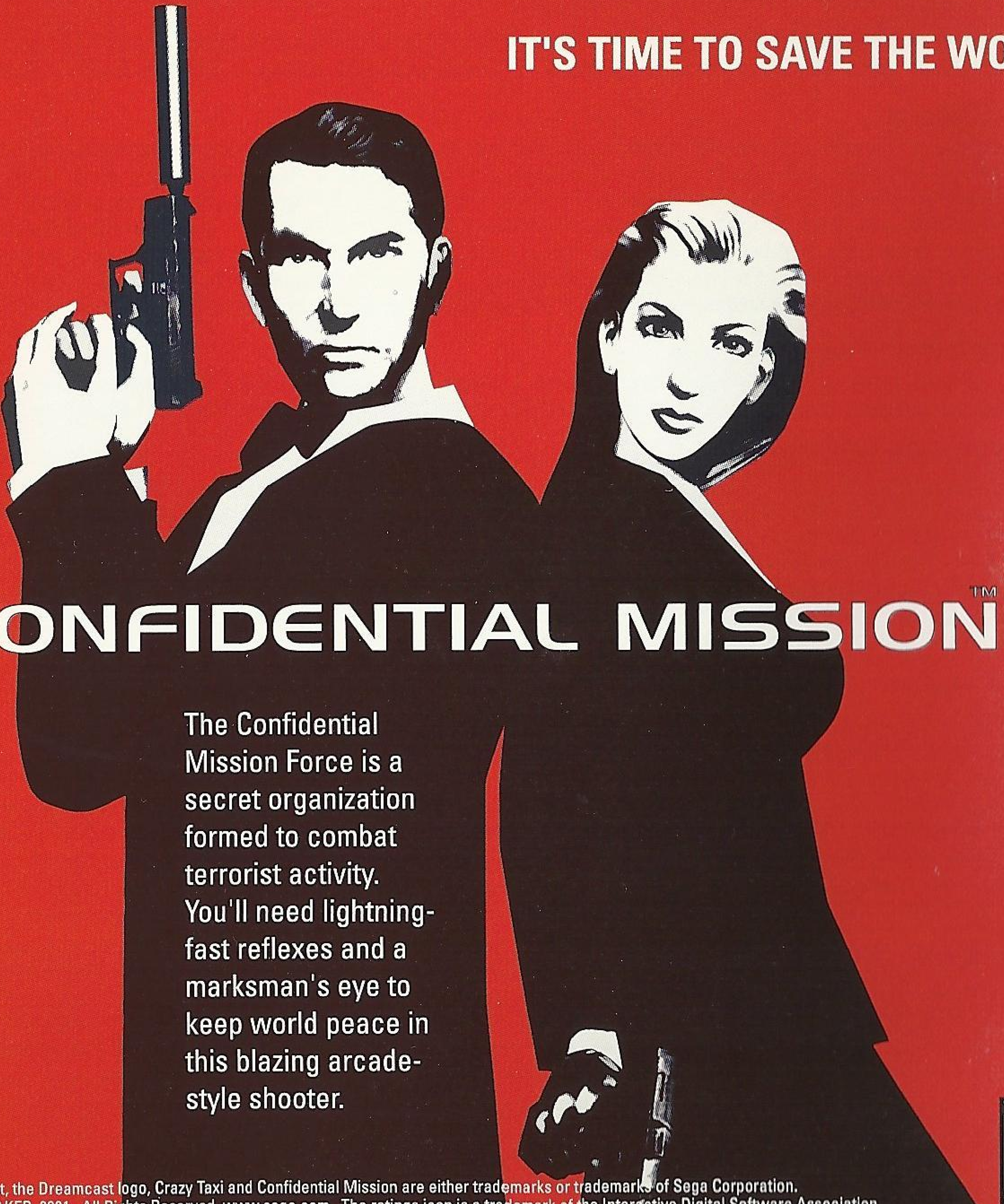
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